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# Arrah of Verden

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*"What I do is not dark magic, I just convey the messages of the dead."*  
 —Arrah of Verden, Sage of Death

**Arrah of Verden**, *"The Sage of Death"*, or simply **Arrah**, was a well-known mage of the Kingdom of **Verden**.

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## Arrah of Verden



### Biographical Information

**Born**
24th March 1124

- her treatment with Mandrake Elixir (1141)
- 1.6. Arrah impresses a Foreign Dignitary visiting Aretuza (1147)
- 1.7. Arrah was sent out into the world and Arrah runs into a childhood friend (1152)
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<b>Birthplace</b>	Hoarton, Aedirn
<b>Physical Description</b>	
<b>Race</b>	Human (Formerly)
	Mage (Currently)
<b>Gender</b>	Female
<b>Hair</b>	Very short, curly, brown hair is styled with a military cut.
<b>Eyes</b>	Dark brown eyes
<b>Skin</b>	Pale
<b>Political Information</b>	
<b>Profession</b>	Mage
	Alchemist Mutagenic Researcher for the School of the Fox
<b>Rank</b>	Master mage
<b>Affiliation</b>	Aretuza
	Verdianian Court (Formerly) School of the Fox (Currently)
<b>Nationality</b>	Aedirnian
<b>Coat of Arms</b>	

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## Biography

### Early life (1124-1131)

Born to a peasant couple of **Ralluald** and **Ugga** out of seven children out of which three turned out to be **Sources**, **Arrah** herself, her older brother **Adalwulf** and his twin older sister **Eishe**. Born as the seventh and final child to the couple.

### Arrah's brother is taken away by a witcher (1131)

A seven year old **Arrah** was present when the Witcher came to claim **Adalwulf** because of **Ralluald's** curse. **Arrah's** sister **Eishe** was completely distraught and tore at the Witcher in an attempt to try and save her brother. **Ralluald's** relationship with his family was never the same after that. **Adalwulf** walked off with the Witcher over the hill.

### Ralluald dies (1134)

**Arrah's** father **Ralluald** slacks off on his curse treatment, thinking his curse to be treated and ends up dying because of the mage's curse. Because of him giving his son **Adalwulf** to a witcher for treatment and his failure to keep up with his treatment, his family has little sympathy for him. He has a simple funeral and is promptly forgotten by most of his relatives.

### Brought to Aretuza (1136)

April 23. While playing in a field with her older sister **Eishe**, a Nilfgaardian scouting party happens upon the girls, not wanting any witnesses to their presence the scouts attempt to kill the girls with arrows, **Arrah** manifests her powers saving her sister, seeing such a powerful display from a young girl the scouts change their mind to kidnap **Arrah**. **Eishe** fearing losing another family member manifests her powers again paralyzing all the soldiers long enough for **Arrah** to get back to the village and for **Ugga** to rally the men. By the time the men made it to the field the soldiers had made off with **Eishe**, when **Arrah** explained what happened word got out about **Arrah's** magical affinity and a representative of **Aretuza**, came to collect **Arrah** for a proper magical education.

### Arrah undergoes the magical surgery to remove all her 'imperfections' as well as starts her treatment with Mandrake Elixir (1141)

During her fifth year in Aretuza while she was approximately seventeen years old, **Arrah** underwent the procedure to fix any physical imperfections, the school which was already aware of the strength of her Chaos, was already planning on assigning her to a court should she do well thus wanted her not to be an eyesore, **Arrah** was also magically sterilized to avoid the unpredictable effects of giving birth to potentially unstable children. She started the treatment with Mandrake Elixir to arrest her aging process at seventeen years old.

### Arrah impresses a Foreign Dignitary visiting Aretuza (1147)

Arrah impresses the dignitary from Verden, while he is visiting Aretuza. This event is the reason she receives a court mage commission from Verden later in her life.

### Arrah was sent out into the world and Arrah runs into a childhood friend (1152)

**Arrah** was leashed to another mage as an apprentice, their master was a friendly sorceress named **Envone of Verden** that valued power, hated politics and was a charming person.

She patiently taught **Arrah** the ways of Chaos and the two shared a touching moment together. Later Arrah falls in love with her master's son, **Marvos of Verden**. During her time with **Envone**, **Arrah** runs into a female childhood friend **Sava** in a tavern. The two get to talking about what's been going on with their lives. The two part on good terms.

## Arrah graduates from Aretuza (1156)

**Arrah** graduates from Aretuza and is assigned as a court mage to the region of **Verden** under its King at the time.

## Arrah is betrayed (1161)

**Arrah** is betrayed and is being blackmailed by a low ranking Verdanian noble who she thought she was on friendly terms with. This does not end well for the noble, **Arrah** acquiesces for a time but the noble ends up politically blindsided when **Arrah** sabotages him in front of the King.

## Arrah memorized spell formula for the Earth spells Diagnostic and Elgan's Theory spells (1163)

Arrah spent a decade memorizing spell formulae, mastering the Novice level Diagnostic spell and the Journeyman level Elgan's Theory spell.

## Arrah studies the Ley Lines and develops a addiction to Elixirs (1170-1180)

Arrah spent the decade studying the Ley Lines of the Continent, learning how to cast the Detect Ley Line Spell. She also became addicted to Elixirs for five years, before she was able to break the addiction.

## Arrah enters into a problematic love (1171)

**Arrah's** new lover **Limerda** becomes insanely jealous and can't stand her being around any possible rival.

## Arrah breaks herself of her elixir addiction (1175)

**Arrah** seeking a break from **Limerda's** jealousy and to cure herself of her addiction sequestered herself for three weeks in locked tower in Verden and broke her addiction to magical elixirs.

## Arrah suffers a romantic tragedy (1179)

**Limerda's** jealousy crossed a line and **Arrah** was forced to kill him herself.

## Arrah takes on an apprentice (1181-1201)

**Arrah** found a young Koviri girl who was gifted with Chaos, **Mevre Of Kovir**. She was from a medium sized conservative family of Mages. When **Mevre** was young, a **Arrah** came to her home, after sensing her affinity to Chaos and spoke with her parents privately. **Arrah** explained to her Mage parents that she had the magical gift of Chaos and without proper training, that **Arrah** and Aretuza could provide that **Mevre** would become a danger to everyone. Upon finding out of her magical potential by **Arrah**, they immediately agreed to send her to Aretuza.

## Arrah saves her student and unknowingly meets her brother (1187)

**Arrah** notices **Mevre** is missing one night luckily she finds her student and her friend (**Itlem**) before they were assaulted by a trio of shady men outside of Aretuza with the help of a strangely familiar **Witcher** who had come to visit a friend, the pair were able to fight off the trio turning them into the School Guard.

## Arrah falls in love (1191)

While attending Aretuza to oversee the training of her student, **Arrah** meets her old mentor **Envone of Verden**. Due to a bit of gentle interference from her former mentor, **Arrah** found herself in a happy love affair with her fellow court mage, **Marvos of Verden**.

## Arrah makes a cushy commission off of a noble and is temporarily reunited with her sister (1194)

**Arrah** receives a commission from a nobleman and ends up receiving help from a Nilfgaardian mage, who turns out to be her long lost sister **Eishe** she helps at the cost of a favor at a later date.

## Arrah's student Mevre graduates from Aretuza (1201)

**Arrah** attends **Mevre's** graduation afterwards returning to her post in the Royal Court of the Kingdom of Verden.

## Arrah runs an experiment (1237)

**Arrah** contracts the School of the Cat witcheress **Moze of Verden** to capture a Endrega Queen alive for an experiment. Though **Arrah** could obviously tell that **Moze** thought that **Arrah** was touched in the head for wanting the beast alive, the witcheress was successful and **Arrah** promised **Moze** a favor in the future.

## First Northern War ( 1262 - 1263 )

**Arrah** was not involved in the First Northern War, as she was seeing to matters in court in Verden at the time.

## Second Northern War ( 1267 - 1268 )

**King Ervyl of Verden** betrayed the rest of the North and swore fealty to Nilfgaard. Opposed to this move, his son **Prince Kistrin** started an uprising and successfully removed his own father from the throne and succeeded him as King. **Arrah** worked with **Kistrin** during the uprising and swore fealty to the new King at his coronation.

## Thanned Coup ( 1267 )

**Arrah** was in attendance and was considered part of the neutral party during the Thanned Coup, she participated in the battle but was considered a minor mage not worthy of mention during the events of the coup. **Arrah** took the opportunity to fade into the background and she survived the ordeal.

## Third Northern War ( 1271 - 1272 )

**Arrah** like most mages that survived Nilfgaard made plans to leave the Nilfgaard controlled kingdoms, her sister **Eishe** reached out to her, and the two mage sisters met up in Sodden. They disguised themselves as travelers and using a bloodline tracker charm sought to find their brother, **Adalwulf of Aedirn** who was located in **Redania** at the time. Her sister **Eishe** doesn't keep their connection to **Adalwulf** a secret this time and reintroduces **Adalwulf** to **Arrah**. The two mages join up with the Witcher's party for a few contracts until fearing for their safety in the magic-phobic Redania, **Adalwulf** sends them to his estate in the former lands of Aedirn, where they laid low until the end of the war being taken care of by the property staff who came to enjoy the sorceress' company, his sisters run the business operated at the estate and make a tidy profit while laying low.

## Joins the School of the Fox (1300)

In the year 1300, **Arrah**, her lover former fellow Verden Court Mage **Marvos of Verden** as well as her twin older siblings the witcher **Adalwulf of Aedirn** and the sorceress **Eishe of Vicovaro** made the journey to **Vicovaro** after **Adalwulf** received an invitation from other former wolf witchers and within a year **Arrah's brother** was appointed as the Grandmaster of the School of the Fox, after **Eishe** and **Arrah** made many improvements to the Witchers Trials, as well as presenting research/notes from other schools. **Arrah** did not have to deal with court dealings like her sister and instead got to spend her time doing research and experiments at the School's castle base of **Burov Mylne**, as well as spending romantic moments with Marvos.

## Arrah invites Mevre to work at the School of the Fox (1302)

**Arrah** reached out to her former student about an assistant researcher job at the School of

the Fox, to which **Mevre** accepted.

## Haak Invasion of the Northern Kingdoms (1350)

**Arrah** was one of the ones' who talked **Eishe** into focusing on their research and the new generations development, instead of going with **Adalwulf** to the war. **Arrah** like her sister was happy when her brother returned in one piece.

## Second Conjunction of the Spheres (1358)

TBA

## Death

TBA

## Relationships

- ~~Limerda (Lover) (Killed by Arrah's hand because of her jealousy)~~
- Marvos (Lover) [Mage] (Arrah and Marvos are in a happy love affair that works so well she took him with her when she integrated into the School of the Fox where they became resident mages together.)

## Friends

### Humans

- ~~Sava (Human) (Childhood friend) (Deceased)~~
- Suetha (Human) [Teacher]

### Mages

- Mevre of Kovir** (Human) [Mage] (Arrah considers her student to be like the daughter she never had and the two get along quite well.)

### Witchers- School of the Cat

- Mozeh of Verden** [Witcher] (Business acquaintances who is owed a favor)

### Witchers- School of the Fox

- Vedalt** [Witcher] (**Vedalt** is courting **Mevre** whom **Arrah** sees as a daughter, **Vedalt** often collaborates with the **Arrah** on research along with **Mevre**. The relationship between **Vedalt** and **Arrah** is so good that **Arrah** considers **Vedalt** to be her adopted son, **Arrah** never doubted **Vedalt's** loyalty to the school, even when he is in his other forms.)

## Known Enemies

- Brecan [Bandit]

## Pets

- TBA

## Relatives

- ~~Ralluad Ulverson of Hoarton (Father) (Human) [Peasant] (Deceased, died because of the effects of a curse)~~
- ~~Ugga Ulverson of Hoarton (Mother) (Human) [Peasant] (Deceased)~~
  - ~~**Tacka** (Older sister) (Human) [Peasant] (Deceased)~~
    - Cornall** (Bloodrelative nephew) (Human) [**Doctor**]
      - Aedha** (Bloodrelative grand niece) (Human) [**Doctor**]
  - ~~**Tipha** (Bloodrelative niece) (Human) [Peasant] (Deceased)~~
  - ~~**Steeast** (Bloodrelative nephew) (Human) [Peasant] (Deceased)~~

- **Farah** (Bloodrelative grand niece) (Human) [Peasant]
- ~~Dheiphi (Older sister) (Human) [Peasant] (Deceased)~~
  - ~~Iskan (Bloodrelative nephew)(Human) [Peasant] (Deceased)~~
    - ~~Valath (Bloodrelative grand niece)(Human) [Peasant] (Deceased)~~
      - Lelas (Bloodrelative great grand niece) (Human) [Merchant]
      - Liodda (Bloodrelative great grand niece) (Human) [Priestess of **Melitele**]
- ~~Daskel (Older brother) (Human) [Bard] (Deceased)~~
  - Cenhu (Bloodrelative nephew) (Human) [**Bard**]
    - Naeda of Verden (Bloodrelative grand niece) (Human) [**Bard**]
- **Eishe of Vicovaro** ( Older sister of Arrah & fraternal twin of Adalwulf of Aedirn ) [Mage] (Demi-immortal)
- **Adalwulf of Aedirn** ( Older brother of Arrah & fraternal twin of Eishe of Vicovaro ) [Witcher] (Demi-immortal)
- ~~Oki (Younger sister) (Human) [Peasant] (Deceased)~~
  - ~~Stebik (Bloodrelative nephew) [Peasant] (Deceased)~~
    - ~~Duva (Bloodrelative grand niece) [Peasant] (Deceased)~~
      - **Eoltan of Aedirn** (Bloodrelative great grand nephew) [Man at Arms]

## Personality and traits

*"Though I am supposed to serve King Ervyll, I am not your enemy, Eithné."*

—Arrah of Verden "The Sage of Death" to Eithné, queen of the Dryads

Characterized by her strange personality. **Arrah 'of Verden'** was solemn but lived her life exuberantly, she tended to be a follower but acted with a superior attitude towards others. She was tidy and law-abiding at home. Witty and honest in conversation. She was a protective person and felt the need to inform others when they made a mistake usually with a lecture.

**Arrah** gained the moniker "The Sage of Death" because of her ability to use the Spirit Séance Ritual, a piece of magic that borders in many peoples opinion on Necromancy. She would often go around helping nobles with issues regarding their ancestors or haunting.

Standing 5' 2" tall, and frail with pale skin, this woman has a snooty feel about her. She has meaningful dark brown eyes and her very short, curly, brown hair is styled with a military cut. She usually wears matching clothes that are well-fitting.

## Religious beliefs

**Arrah**, because of her time in Aretuza didn't believe in any particular religion but had wariness/respect for **Chaos**.

## Abilities

- Magic
  - Gesture Casting: The ability to cast mystical/supernatural phenomena through hand gestures/seals/signs.
  - Incantation: The ability to use magic by using magic words from a certain language, in most cases Elder Speech.
    - **Magecraft**
      - Aether Elemental Magic
        - Novice level
          - **Detect Ley Lines** - An Ether based spell which allows the caster to locate the closest Ley Line by sending out a

magical pulse. Upon casting this spell, the caster's hand will gravitate to point in the direction of the closest Ley Line and they can feel which element it is connected to.

- **Dispel** - An Ether based spell that allows the caster to end a spell, ritual or hex within the range of this spell. This spell can cancel magic with a duration and can be used as a defensive action to block magic attacks with or without physical components.
- **Glamour** - An Ether based spell that allows the caster to cast an illusion around themselves that makes you look stunning. This spell originated from Fey magic.
- **Summon Staff** - A Ether based spell that allows the caster to dematerialize their staff and transport it to a place they have been within the last day. They can cast the spell again to summon the staff back to them.
- Mind Magic- Mind Manipulation
- **Telepathy** - A Ether based spell that allows the caster to communicate telepathically with one subject for the duration of the spell. Telepathy has the additional effect of crossing language barriers.

- Earth Elemental Magic

- Novice level

- **Diagnostic Spell** - A Earth based spell that allows the caster to quickly assess a person's health and determine how much vitality they have, what critical wounds they have, and if they are sick or poisoned, as long as they are within 5 meters of the caster.

- Journeymen level

- Magnetism Magic- **Elgan's Theory**

- Hexes

- Disease Causing Hex- **The Pesta's Kiss Hex**

- Rituals

- Spirit Talking Ritual- **Spirit Séance**

- **Source:** As a Source, **Arrah** is capable of channeling strong amounts of Chaos through her body, making her capable of incredible magic beyond a normal mage's level, she learned to temper and focus this while at Aretuza Magic Academy.
- Staffmanship
- **Alchemy**

## Equipment

- Staff: A simple wooden staff. Arrah's main non-magical means of defending herself as well as her magical foci.
- Double Woven Hood and Gambeson:
- Armored Trousers:
- Gemstone Amulet:
- Satchel: Arrah carries a side-slung bag that she keeps a couple of small items in.
  - Journal: Arrah keeps a journal. Where she shares personal thoughts and feelings, as well as her plans and goals.
- Horse w/saddle and saddlebags
  - Makeup Kit:
  - Writing Kit:
  - Disguise Kit:
  - Alchemy Set:
  - Hand Mirror:
  - Bedroll:



- Tent:

## The Witcher TRPG Stats

Stats: INT- 3, REF- 4, DEX- 6, BODY- 5, SPD- 9, EMP- 8, CRA- 4, WILL- 9, LUCK- 6, Vigor- 5

Abilities: Magical Training (1)

Skills: Common Speech +1, Monster Lore +2, Social Etiquette +5, Wilderness Survival +1, Riding +1, Staff/Spear +5, Grooming and Style +4, Human Perception +4, Seduction +4, Crafting +1, Hex Weaving +4, Spell Casting +4, Resist Magic +4.

Spells: Summon Staff, Dispel, Mind Manipulation, Telepathy, Glamour

Hexes: The Pesta's Kiss

Rituals: Spirit Seance

## Trivia

- **Arrah** is an NPC created in the Witcher TRPG for **Adalwulf of Aedirn's** campaign.

## Categories



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